

APF
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electronics inc.

tv fun™ MODEL NO. 402

OWNER'S MANUAL

APF TV FUN 402 SPECIFICATIONS

APF TV FUN installs in minutes to the antenna input of any size TV — black/white or color

Color Playfield and players for Tennis, Hockey, Singles and Doubles Handball

Switch Box allows you to play TV FUN or switch to regular TV

8 Types of games can be played — Tennis for Two, Tennis for Four, Hockey for Two, Hockey for Four, Singles and Doubles Handball, Skeet Shoot and Target Shoot with Pistol

Designed to be played by people of all ages and skills

Automatic digital type, on screen scoring, up to 21 points

Automatic or Manual Serve

Action sound — 3 different sounds occur for a "HIT", "SCORE" and "BOUNDARY REFLECTION"

Net and Boundary lines displayed electronically on screen

Handsome furniture styled player console with 2 remote controls for 1, 2, 3, or 4 players

Operates on 6 "C" cell batteries (not included) or optional A.C. Adaptor (Battery Eliminator)

Dimensions: 16" x 7½" x 3½"

Weight: 3 lbs.

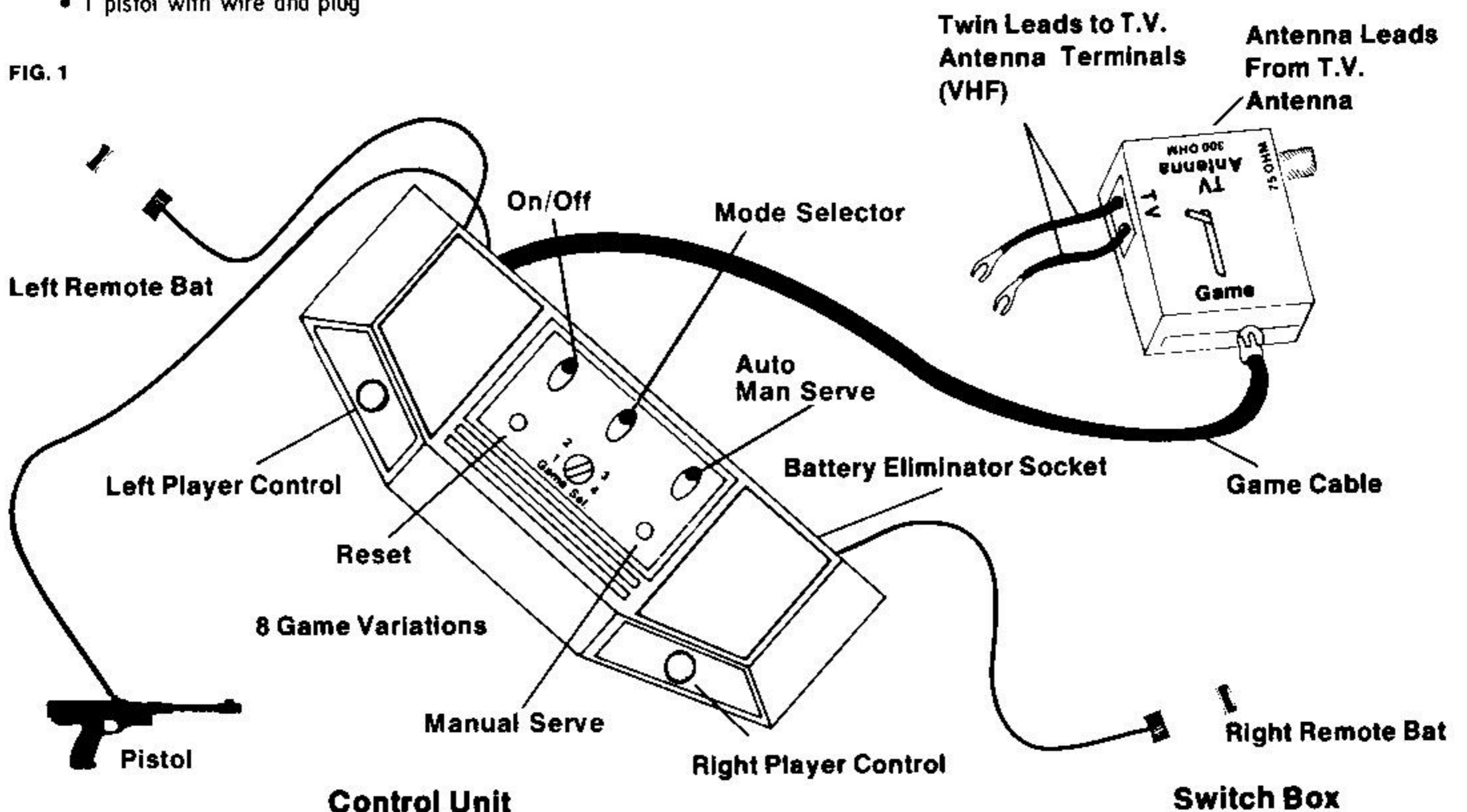
INTRODUCTION

Your APF TV FUN Model 402 is a home entertainment system, designed for the whole family. It features selection of 8 different action games — Tennis for Two, Tennis for Four, Hockey for Two, Hockey for Four, Doubles Handball, Singles Handball, Skeet Shoot and Target Shoot with Pistol. Installation is simple and TV FUN can be played on any size black and white or color TV. Model 402 is 100% solid state and is designed to give you a highly reliable product.

UNPACKING INSTRUCTIONS

Lift TV FUN out of its shipping carton, and remove styrofoam protection pieces. Included in the box (see fig. 1), will be the following:

- TV FUN control unit with 15 foot hookup cable attached.
- Switch box with short piece of Twin-Lead Wire
- 2 remote controls with wires and plugs
- 1 pistol with wire and plug



NOTE — On some TV sets, particularly black and white, phosphor memory may show the center court net and score digits when the set is off. This has no adverse effect in a television performance. The effect may be avoided by turning the game off when not in use.

CARE OF YOUR TV FUN UNIT

For best care and long use, the following points should be noted:

- Avoid poking objects or pouring liquids into the speaker openings.
- Never use any other battery eliminator (optional), other than the one specifically designed for your model unit.
- As with all fine equipment, protect your TV FUN unit from shock, dirt, dampness and abrasion. Never clean the unit with solvents such as paint thinner; use only a water dampened soft cloth.
- Avoid leaving batteries in the unit for long periods of time when not using.
- Never attempt to take any part of your TV FUN apart; this should be done only by qualified APF Service personnel.
- Avoid lifting the unit by its wires.

INSTALLATION

A. Installing Batteries:

To install or replace the 6 "C" cell batteries, place the control on a soft surface with the underside facing up towards you. Gently slide the battery cover off. Install the 6 "C" cell batteries with the correct positioning as shown in the battery compartment and in figure 2. Snap the battery cover back in place. Note: The game will not operate if any of the batteries are not installed in the proper direction. A fresh set of 6 carbon zinc type batteries will give about 40 hours of operating time. An indication of weak batteries will be a decrease in the sound, and the playing field will become unsharp and unsteady. For longest use of batteries, turn the control unit off when not playing.

B. Channel Selection

Your TV FUN unit can be viewed on either VHF channel 3 or 4. It should be played on the channel that does not receive any television broadcast, or receives it poorly. This channel is selectable by a switch located on the underside of the control unit, and has been factory set for channel 3. To change the control unit channel selector, push the eraser end of a pencil through the hole on the underside of the control unit and slide the switch. When the switch is pushed toward the front of the control unit, channel 3 is selected, and toward the rear of the control unit, channel 4 is selected. See fig. 2.

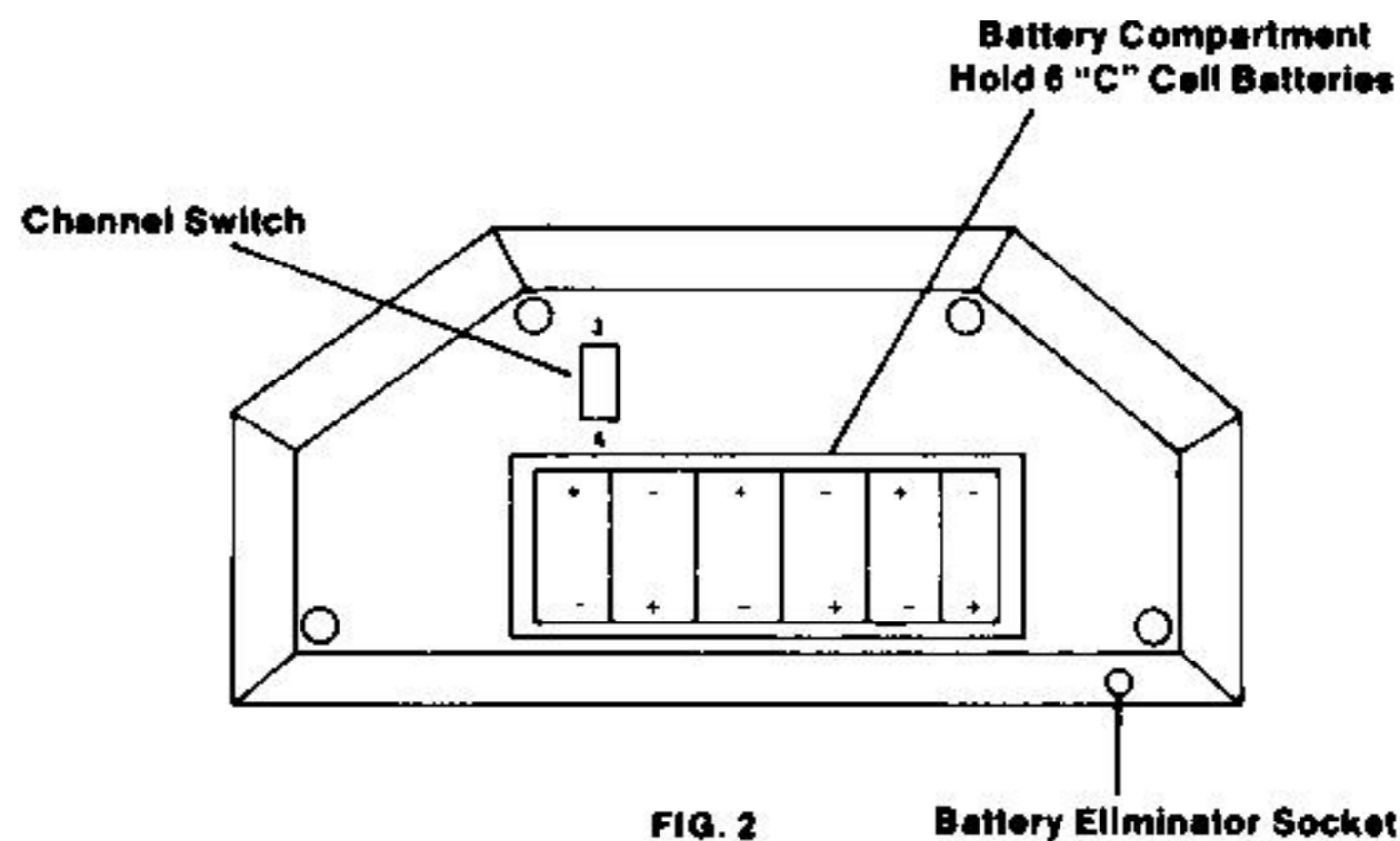


FIG. 2 Battery Eliminator Socket

C. Switch Box

The switch box allows you to watch either regular TV programs, or to play APF TV FUN. To attach the switch box: (refer to fig. 3.)

1. Make sure both the television and the TV FUN control unit's power is turned off.
2. Using a screwdriver remove the wires going to the VHF antenna input on your TV set. Connect these two wires to the antenna input on the switch box.
3. Connect the twin leadwires that are permanently attached to the switch box, to the VHF inputs of your TV.
4. Plug in the game cable (15 foot wire coming out of the control unit) into the game input of the switch box.
5. Finally peel off the adhesive protector from the switch box, and attach permanently to the rear of your TV. Note: You may remove the game wire anytime by just unplugging it from the switch box.

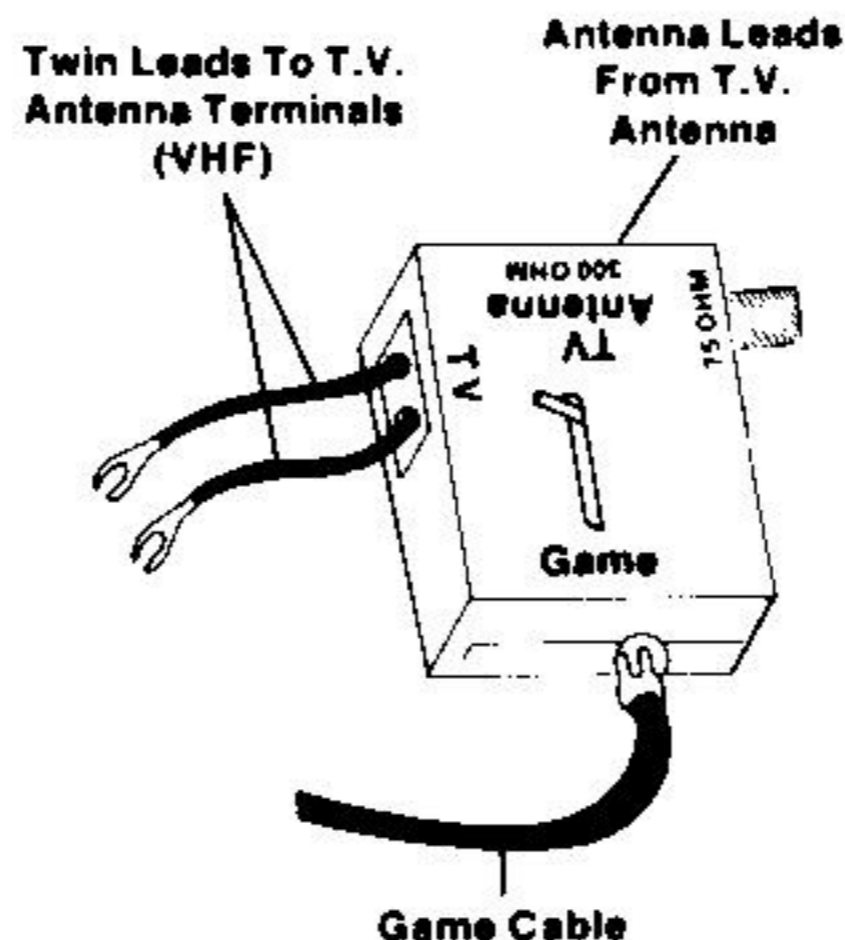
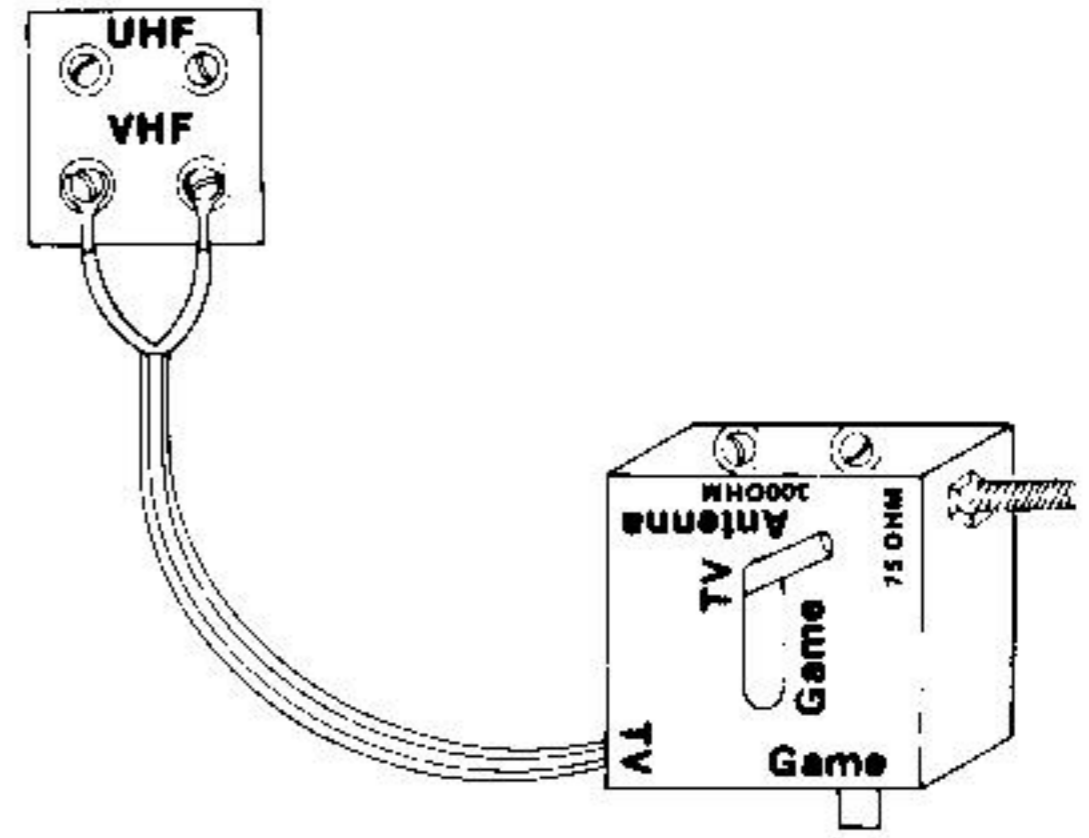


FIG. 3

If the rear of your TV looks like this

To hook up game do the following:

1. Disconnect flat wire from TV and connect to "300 OHM" screw terminals switch box.
2. Connect flat wire from TV Fun switch box "TV" screws to VHF terminals on TV set.



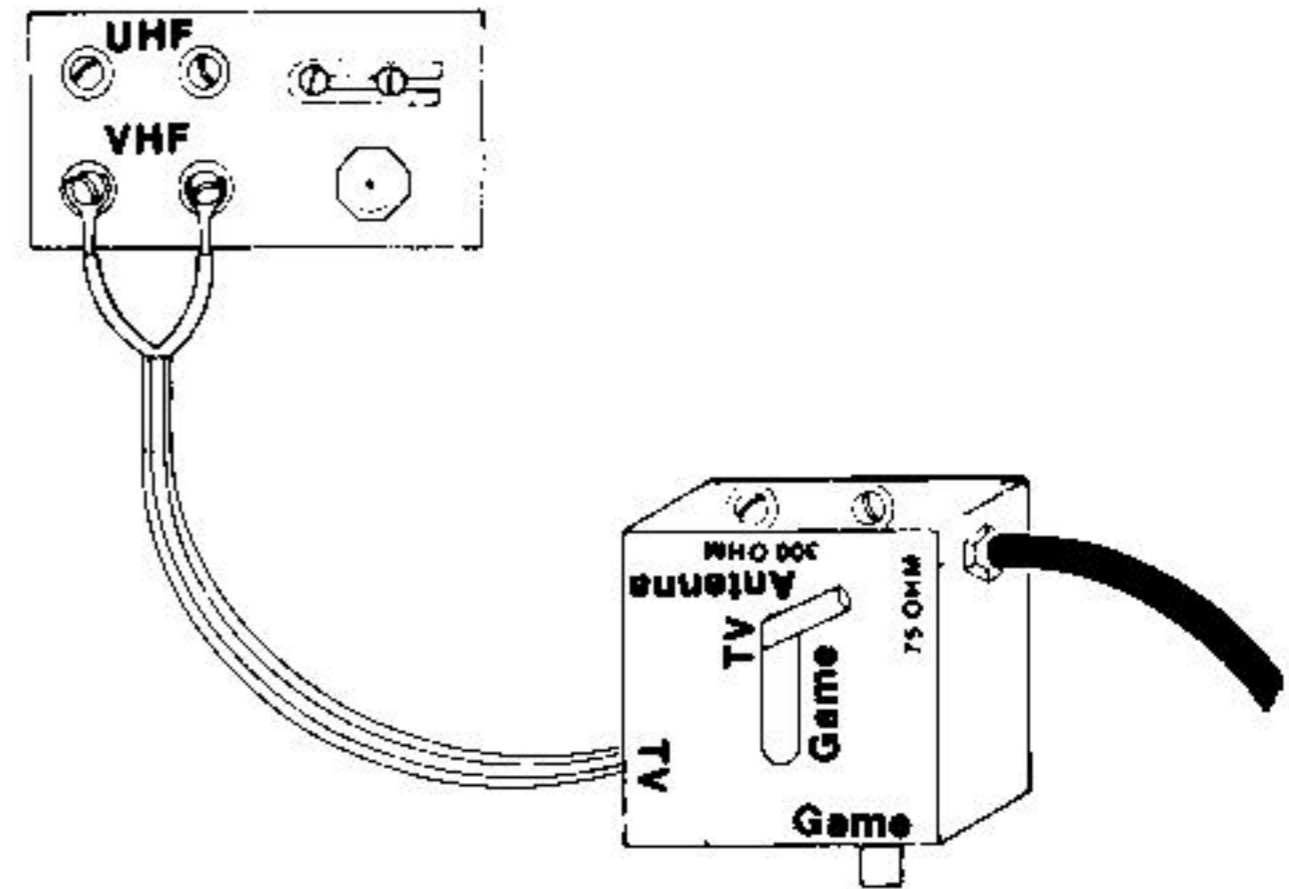
OR

OR

If the rear of your TV looks like this

To hook up game do the following:

1. Move slider to make connection between screws.
2. Disconnect cable from TV and TV Fun plug switch box at "75 OHM" connector.
3. Connect flat wire from TV Fun switch box "TV" screws to terminals on your TV set.



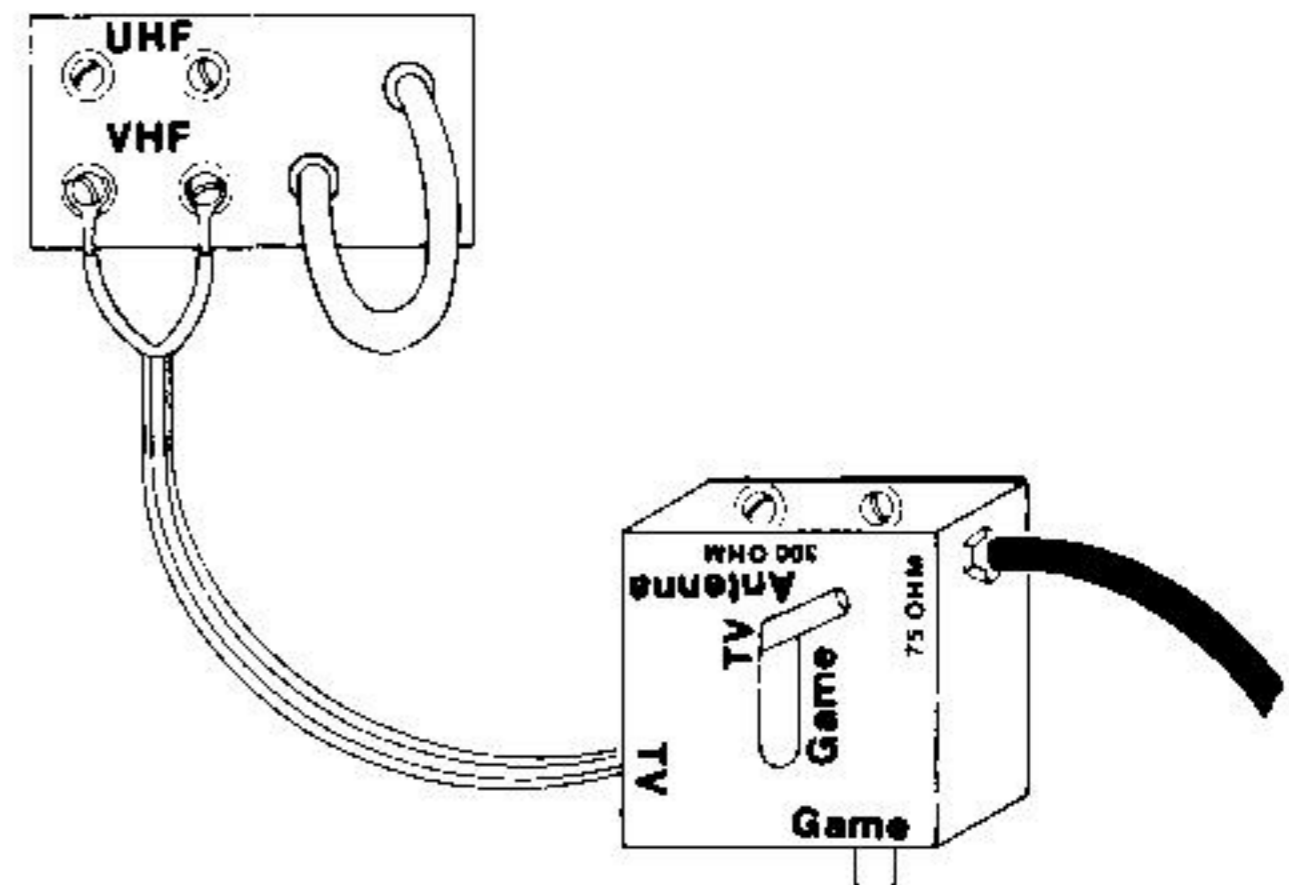
OR

OR

If the rear of your TV looks like this

To hook up game do the following:

1. Disconnect cable from TV and plug into switch box at "75 OHM" connector.
2. Connect TV's short loose-hanging cable to connector next to it on TV set.
3. Connect flat wire from TV Fun switch box "TV" screws to VHF terminals on your TV set.



FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING:

Avoid using any more flat Twin-Lead from the Switch Box to TV set than is supplied with Switch Box. Avoid connecting flat Twin-Lead coming from the Switch Box to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using TV FUN. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.

D. Battery Eliminator

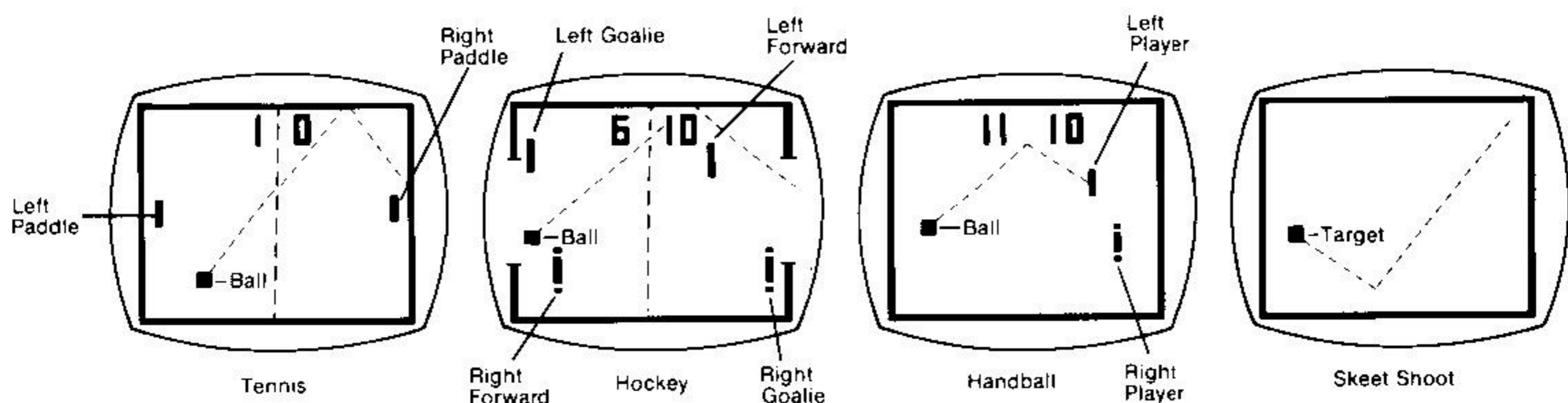
An optional battery eliminator may be purchased for use with your TV FUN Game. This allows you to operate on household A.C. current, instead of batteries. To use the battery eliminator, turn the control unit power off, plug the eliminator into the A.C. socket, then plug the end of the wire into the battery eliminator socket on the rear of the control unit. Note: When the battery eliminator is plugged into the control unit, the batteries are automatically disconnected. To obtain the correct optional battery eliminator, either see your dealer, or use the enclosed APF accessory purchase card. **PERMANENT DAMAGE OR MALFUNCTIONS CAN OCCUR BY USING THE INCORRECT BATTERY ELIMINATOR.**

GETTING STARTED

1. Make all connections as outlined under "installation".
2. Turn your TV on, and switch to channel 3 (or 4 if the TV control unit is selected for channel 4). Turn the volume control all the way down.
3. Put the switch box to the game position. Note: To watch regular TV, turn the switch to the TV position.
4. Turn the power on by moving the on/off switch to the on position.
5. It might be necessary to adjust the fine tuning control of your TV, to receive a clean and undistorted game picture.

Game Description

- A. There are 8 types of games that can be played with your APF TV FUN unit. 6 of these games are ball and paddle. Note: These 6 games will have a color playfield and paddles when used on a color television. They have in common that a ball goes across the screen and can be "HIT" by the paddle or bat. Ball speed increases automatically after 3 hits and again after 5 hits. It will stay at that speed until a miss occurs. When a hit occurs, the ball changes direction. When the ball is missed, the opponent's score increases. When either score reaches 21, the game is over. The other 2 games are pistol types where the object is to shoot at and hit the moving target. After each shot, a score display will appear showing the number of shots taken and the number of hits scored. A display of 05 03 is to be interpreted as 3 hits made for 5 shots taken. Scoring continues until 15 shots are taken.
- B. Paddle/Bat Control — There are two remote controls plugged into the rear of the control console. These two controls are your main controls for 1 and 2 player operation. Each of these knobs control either the right or left players' paddles. Turning the knob left or right will move that player's paddle up or down vertically on the screen, so as to intercept the ball and make a hit. In addition to the two remote controls, are two control knobs mounted on the right and left front of the control unit. These are to be used when you want to play 4 player tennis or hockey.
- C. Pistol — The electronic pistol is plugged into a receptacle in the rear of the player console. This pistol is designed to operate in normal room illumination.
- D. To start a game, press the reset button and release; the game will start. Note: After pressing reset, it may be necessary for you to wait a short time for the game to reset or change.
- E. Automatic or Manual Serve — In the auto position the ball will automatically be served from one of the paddles. For manual serve the switch should be in the manual position and the ball will only be served after the serve button is pushed.
- F. Game selection fig. 4 shows the 4 basic playfields.
- Note: Singles and Doubles Tennis or Hockey, and Singles or Doubles Handball is dependent on the position of the mode switch.



Tennis for Two — Played like real Tennis with a ball being served, returned player to player, until one player misses. Ball will reflect off of top and bottom boundaries. First player to score 21 points wins.

Tennis for Four — Played like team tennis. One team consists of two players, a player at the net and a player in the back court. First team to score 21 points wins the game.

Hockey for Two — Each player has 2 men; a goal tender and a forward. Object is to get ball into opponent's goal. The ball will pass through a forward, if it is coming from that forward's side. First player to reach 21 points wins.

Hockey for Four — Each player has control of 1 man on the team. The movement of the forward and the goalie on the same team is totally independent of each other. First team to score 21 points wins the game.

In 4 player hockey, it should be noted that the left control operates the right team's forward and the right control the left team's forward.

Handball for Two — Played on a 3 sided court with both players on the right side of the screen. Players hit the ball alternately until one misses. After the first player hits the ball, the other player must hit it next. (The ball will pass through the first player's paddle if he attempts to hit twice in a row.) 21 points wins.

Handball or Practice for One — This game helps you to sharpen your reflexes so that you will be able to play a more competitive game. Scoring is such that the serve number is on the left and the number of hits on that serve is on the right. Therefore, a display of 12 08 is interpreted as 8 hits on the 12th serve.

Skeet Shoot — The object of this game is to shoot at the target moving constantly on the screen. When a shot is taken, the target will disappear from the screen and the score will appear indicating a hit or miss. 15 shots are allowed per game. A score of 06 03 means 6 shots taken and 3 hits made.

Target Shoot — The object of this game is to shoot at a target that appears randomly on the screen for a duration of 15 seconds. Scoring is the same as Skeet Shoot.

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
No playfield image on TV screen or whitish-gray screen.,	Batteries low, dead, or not correctly installed. Switch Box set at "TV". Change to "GAME". Game Cable not properly plugged into Switch Box. Channel selector in control unit is on wrong channel. Twin-lead Wire not properly attached to rear of TV. Battery Eliminator unit not plugged into wall and/or Control Unit. On/Off Switch not pushed to "ON" position. Adjust TV for Tuning Control. Turn AFC Control off.
No regular TV programs.	Switch Box set at "GAME". Change to "TV". Antenna wire not properly attached to 300 OHM screws on Switch Box. Twin-Lead Wire not properly attached to rear of TV.
Buzzing sound from loudspeaker.	Television volume on too loud. Turn volume control down.
Playfield image clear and sharp, but bars or lines move across screen.	Local TV station broadcasting on same channel as TV FUN is operating on. Change Channel Switch in Control Unit to other channel. (see page 2) Cable TV or community antenna leads in room or nearby are carrying both channel 3 and 4 programs.
Playfield fuzzy like weak TV station signal.	Poor connections at antenna terminals of TV set or Switch Box. Adjust fine tuning control on TV set.
Playfield unsharp, unsteady.	TV set not fine-tuned for best picture. Adjust horizontal control on TV or adjust vertical control on TV.
TV FUN worked before, but picture suddenly unsharp, unclear or unstable.	Batteries need to be replaced or re-tune fine-tuning control on TV set.
Top and bottom borders of playfield not equal distance from top and bottom edge of TV picture tube.	Adjust vertical height control on TV set.

FULL THREE MONTH WARRANTY

APF will repair, adjust and/or replace (at its option) defects in material or workmanship, without charge, for a period of three (3) months from the date of first purchase, unless caused by the unreasonable use of this product.
To obtain service under this warranty, return this product to your Dealer with evidence of date of purchase, or return it directly to APF Service, prepaid, with proof of purchase date.
This warranty gives you specific legal rights which vary from state to state.

If, after the ninety day full warranty period, your APF unit requires service, return it, postage paid, with your check in the sum of \$14.95 to

APF SERVICE CENTER
43-17 QUEENS STREET
LONG ISLAND CITY, N.Y. 11101

or
in Canada to:
APF SERVICES LTD.
47 VALLEY BROOK DR.
DON MILLS, ONTARIO CANADA

